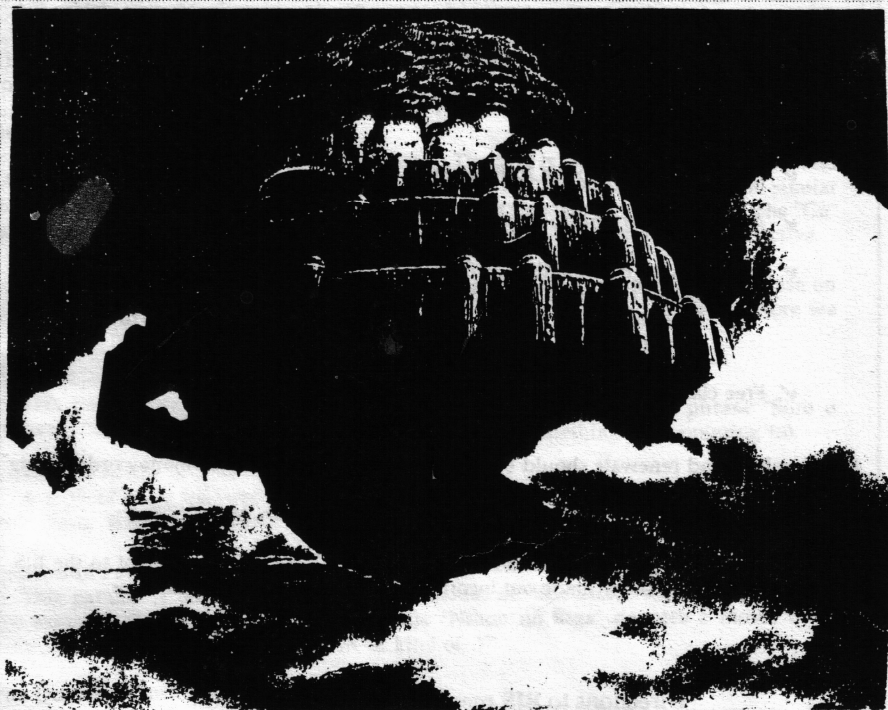


Final Stop

Number 22

Andromeda

February/March 1988



The bi-monthly newsletter of the Boston Japanim _____ Society

Society Information

Final Stop Andromeda is a bi-monthly newsletter put out by the Boston Japanimation Society. Out current officers are:

<i>Burton Choinski</i>	-- Secretary, programmer, newsletter editor
<i>Marianne Popa</i>	-- Society coordinator/Public relations

The annual BJS membership fee is 5 dollars for members in the U.S. and Canada, and 10 dollars for members elsewhere in the world. Only U.S. currency will be accepted.

With your membership in the Boston Japanimation Society you get the following benefits:

- ✓ A six-issue subscription to **Final Stop Andromeda**,
- ✓ A membership card to impress your friends with,
- ✓ Discounts on merchandise at the following locations:
 - ◇ *Outer Limits*, 475 Moody St., Waltham
 - ◇ *Million Year Picnic*, 99 Mt. Auburn St., Cambridge, near Harvard Square
- ✓ Free classifieds in the society newsletter

Memberships and renewals should be sent in the form of a check or money order made payable to:

Burton Choinski, 60 Dinsmore Ave. #314, Framingham, Ma. 01701

Make sure you make the check or money order out to Burton Choinski, not to the BJS. Any check or money order made out incorrectly will be returned to you.

Directions to BJS meetings at U.MASS Boston

- | | |
|-----------|---|
| By Train | -- Take the Red line to JFK/U.MASS station. Free shuttle buses there will take you directly to U.MASS Boston. Shuttle buses run until 4:30 pm. |
| By Car | -- Take Route 3 to exit 15 to get to Morrissey Blvd., on which U.MASS is located, across the street from Ch. 56 and the Boston Globe. It's right next to the JFK Library. |
| At U.MASS | -- Walk or drive to Wheatly Building (No. 010). At present our meetings are held on the first floor, in room 019 (across from the elevators). |

Contributors to this issue of **Final Stop Andromeda**:

Burton Choinski
Kevin Leahy
Samuel H. Honda
John Bowen

Video Schedule

All meetings begin at 1:00pm, on the second saturday of each month. See page 2 for details on how to get to U.MASS and the video room.

February 13th:

Main Feature:

Shorts:

Laputa

Bubble Gum Crisis

Dragonball

Cat's Eye

March 19th: (Note: third weekend in March!)

Main Feature:

Shorts:

Sammy Missing 99

"Grab Bag"

Tiger Mask

Space Sheriff

Hikarrion

If there is a movie or episode or something you would like to see in a future meeting, please come to Burton Choinski with your request. Sorry, no X-rated films will be considered.

Submissions

Final Stop Andromeda needs submissions from its members! We can use any anime-related material, such as drawings, reviews, translated material, commentary, or anything else you think might be good. Remember, the quality and size of the newsletter is up to you, so submit often!

Uh, oh. You people out there have been slacking off. We had a flurry of activity, but it seems we are down to a dribble of submissions again. We know you can do it, so keep it up!

Submissions for the April/May issue end on March 1st. Send submissions to me, the newsletter editor. My address is:

Burton Choinski
60 Dinsmore Ave. #314
Framingham, Ma. 01701



Just when you thought it was safe...

"Who would have thought I'd run out of things to print? Well, let's see...Maybe a full four-page spread on Dr. Slump..."

Commentary

AGAIN, MORE SUSHI TO GO

by Samuel H. Honda

Greetings and salutations! Well, I'm back again for another go at the ol' commentary column (Home again, home again, jiggety jog). I've been informed that my last column has received at least two "hate letters". (Heeheehee!) Nothing pleases me more then a job well done. Some WUSSY took issue with my assessment of Now Comics' funnybook incarnation of **Speed Racer**. This NEO-CRETIN went so far as to say, and I quote, that he likes Now's **Speed Racer** book "even more then X-MEN". Look, my fine feathered stooge, if your idea of high entertainment in the comics medium is **Speed Racer** or **X-MEN**, then it's time to stop postponing that long overdue frontal lobotomy. Compende?

(Lese, now what OTHER devilry can I do??)

I was out having dinner on New Year's Eve at my favorite Chinese Cuisine Joint, **Dragon Chef**, when my dinner companion (One of Boston's more noteworthy Anime fanboys) asked me what I thought of all these American Japanimation publications that have been coming out of the woodwork over the past sixteen months or so. Hey, thinks I, what a perfect ~~topic for my next column in ANDROMEDA~~ topic for my next column in **ANDROMEDA**.

Sitting on the table before me are the three major American Anime magazines: **ANIME-ZINE** (Formerly the **STAR BLAZERS FANDOM REPORT**), **JAPANIMATION**, and **ANIMAG**. All of these are claiming to be PROZINES, not FANZINES. In other words, the ~~publishers are professionally minded~~ publishers are professionally minded (Putting their magazines through real Distributors, and making a buck or two off it). Funny thing is that for magazines that claim to be PROZINES, they look an awful lot like any number of Japanimation Fanzines and APAs that I've seen over the past eight years.

Okay, let's ~~pick them down~~ look at them one by one...

Anime-Zine is probably the biggest criminal of the bunch. This mag has the tendency to put blurbs on their covers for articles that don't appear anywhere in the issues. The first issue had cover blurbs for articles on the **ROBOTECH MOVIE** and **Warriors of the Wind**, and the second issue had a cover blurb for "Star Blazers...25 NEW EPISODES". Nope, you won't find any of these articles in the magazine. You WILL find a synopsis of **Megazone 23**, a character chart for **Nausicaa** (Taken from an APA), and another fucking article/episode guide for **Yamato 3**. Where's the REAL news? This is a magazine for the elitist hardcore fringe, and is completely inaccessible to the new kids just getting into it. The morons publisher and editor of this rag should be ashamed of themselves! **STAR BLAZERS FANDOM REPORT** was a GOOD 'zine...What happened? **Anime-Zine** boasts that it is a magazine devoted to "International Animation"...just as long as it's SF/Fantasy related. In other words, if it ain't Japanese, don't expect to read about it here. Let's call a spade a spade, guys. You're a Japanimation 'zine, so why not own up? The BIGGEST laugh in **ANIME-ZINE** #2 is Publisher Beverly Headley's Publisher's Notes on the inside front cover. She poses the burning question "What is Japanese Animation?", and gives her answer: "Japanese Animation is Science Fiction books on film. Done for an intelligent, literate audience with an appetite for variety". HAHHAHAHAHAHAHA!!!! Gimme a BREAK!! Cream Lemon, Saint Seiya, Hokuto No Ken, and Dairugger XV. That just about says it all, don't you think? Intelligent? Literate?? VARIETY??? Who was the last Japanimation Fan YOU talked to?? And my final question for the **ANIME-ZINE** staff: Why were there two articles on Japanese monster movies?? What the fuck do these have to do with Anime??

Forget this magazine!

JAPANIMATION:

This magazine gets extra Brownie Points immediately for the simple reason that the Editor acknowledges that there's a distinction between the bulk of readers who are going to buy this magazine in the comics outlets, and the hardcore Japanimation Fans. Japanimation Magazine covers to more familiar/popular Anime like **Star Blazers** and **Robotech**, while offering info on the stuff that is less known by the general fans. This approach is similar to the older Anime Fanzines. People will buy this magazine for the cover articles on **Star Blazers** or **Robotech**, and read the additional features, which will encourage them to seek out the Anime and Manga that have been brought to America. This is important news for Fans in this country, and it's amazing how the other two Anime magazines choose to pretty much ignore it! The production values of Japanimation aren't up to snuff compared to Anime-Zine or Animag, but its approach to its material as well as general attitude make up for it. In its second issue, Japanimation's **Star Blazers/Space Cruiser Yamato** feature is far more comprehensive, informative, and accessible than the long-winded and dull Yamato article that appeared in the second issue of Anime-Zine. Japanimation could stand some improvements, but overall it's a pretty decent publication that offers itself as an example of how an American based Japanese Animation magazine SHOULD be done. It's unlikely that either Anime-Zine or Animag will bother considering to try to emulate Japanimation's attitude towards its subject matter and readership. Too bad! They could learn something from this magazine.

ANIMAG:

Right off the bat, let me say that Animag is hands down the **SLICKEST** of the three Anime magazines....In terms of production values, that is. Full color cover, Baxter paper stock, crystal clear printing, economic page layouts, etc, etc. In these areas, the other two 'zines don't even come close. Also, Animag is not a pompous or longwinded publication (Anime-Zine should take note!). In the first issue editorial, Associate Editor Derek Quintanar touches on the all-too-familiar bellyaching that goes on in Anime Fandom over the issue of accuracy of translations. He says, "...if we do make a mistake don't rant and rave, just send us a letter!" Way to go, Quintanar! I liked that attitude a lot, but I know Anime Fandom too well...They're gonna rant and rave anyway. Oh, well. The other good thing about Animag is that it squeezes the most information it can in each feature. Extensive and comprehensive are the two words that most accurately apply to this magazine. Unfortunately, the word "accessible" does not apply to Animag. Lots of articles are written about Anime like **Zeta Gundam** and **Iczer One**, which Joe Fanboy is never gonna see, so why should he CARE? Like Anime-Zine, Animag is exclusively catering to the hardcore audience. If you're going to alienate the new fans who aren't as knowledgeable on the subject as the hardcore fans who've been in Anime Fandom from the beginning, then why bother putting out a Professional publication? They might just as well stick with putting out a Fanzine (Which would certainly be more cost efficient). The Editors of Animag hope that Japanimation Fandom will take its place alongside SF and Comics Fandom. I hate to be the one to tell them (Actually, I don't), but people aren't going to stand up and take notice, let alone acknowledge, if they don't have the slightest idea of what you're talking about!

And so, there you have it. Three Japanimation magazines published by and for the American Anime Fan market (A relatively small "fringe" even by Fannish standards). Overall, I'm not impressed. If American Anime Fans really want quality translations, more Anime imported to the U.S., and get people to stand up and take note (To be viewed as a legitimate force in Fandom), then they've got to stop being so goddamn self-indulgent/self-serving. They've got to start letting people outside of the Hardcore Fan circles in on the secret. It's time to start encouraging people to seek out this stuff...Not put out magazines talking about cartoons that the general public have never heard of and probably will never see!! These publications could be great treasures for the new Fans on the block if they would only just try. Ten years ago, when I was just getting into Anime, I would have killed for just ONE magazine that could have given info on **Battle of the Planets**, **Speed Racer**, or **Kimba**. Nowadays, there are even more kids out there looking for magazines like that, so why not let them in on it and nurture them?

ANIME-ZINE (Two issues thus far) can be obtained for \$2.00 + 75¢ each by writing Minstral Press (make checks out to them)

P.O. Box 87
Rahway, NJ 07065-9998

JAPANIMATION (two issues thus far) is available for \$275 each from Eclectic Press, P.O. Box 19768, Detroit, MI 48219

ANIMAG (Two issues thus far) is available for \$3.75 each from ANIMAG (I'm not sure if checks should be made out to "Animag" or not), P.O. Box 7154, Berkeley, CA 94707

'Till next issue, catch later!

Classifieds

Wanted:

I desire any video(s) of Votoms, Dougram, Megazone I + II, & many others. Help me out & call me to see if I can use any of your stuff & earn yourself a buck. Call Marc at (603) 926-5112. Thank You.

Wanted:

I am looking for tapes especially, or magazines, memorabilia relating to the T.V. series of "Star Blazers" (Yamato) and "Force Five" episodes and products once shown on channel 25 in boston. (English and Japanese episodes included from other sources would also be appreciated.) Contact me by phone anytime after 8:00pm, Ron at 454-2916. My address for mailing:

Ronald Jay
670 Princeton Blvd. #23
Lowell, MA. 01851

Wanted:

Macross Flashback, Project A-ko part 2, Fist of the Northstar movie, Outlanders, and Cream Lemon series on Video. Will pay or trade. Please contact:

Danny or Martin Leung
243 Shawmut Ave.
Boston, MA. 02118

Wanted:

I'm still looking for any Genesis Climber Mospeada books, no matter the size or shape. I am looking to buy such material if you have it, and am also looking for information on where to find it if you don't have any to sell. Contact me by phone at 879-8867 anytime after 8pm on monday or wednesday, or from 10pm to 12pm on tuesdays and thursdays.

Burton Choinski

Available:

BJS member, now living near Little Tokyo, Los Angeles, offers to pick-up toys, tapes, records, etc., For anyone interested. Also have access to translated screenplays of Megazone 23 Part I, Project A-ko I + II, and coming soon the Dirty Pair in Pink Cyclone as well as an Urusei Yatsura program guide translated from Anime Magazine. Call or Write me for more info, I'm

Bill Holdsworth

3520 Vinton Ave, Apt #8

LA, CA 90034

(213) 280-0764 (call after 11pm, save some money)

Andromedia

Questions and Answers: Orguss Style

Q: What is the purpose of the Ehmaan people's "feelers"?

Javy -- Let me answer that. The fact is, that is to say, they have a regressive organ from ancient times, a weapon suitable for detecting opponents and consequently is was useful. But now, that particular function has not been preserved. As you know, the human appendix has a similar origin. However, you probably know how at many happy times and sad times they fluctuate, much to their benefit expressing feelings. Males have one, and females have two, of course.

Kei -- So that's it! Over there, isn't that the beginning of a little mood propped up? I certainly hope so!

Mimsy -- What's that! You *#:%!!!

Q: What is the significance of the limits of the Ehmaan "world"?

Key -- Well, before the Time Void Chaos occurred, Ehmaan and Terram were from their respective and distinct Earths, you realize. Consequently, the Ehmaan people called this the Ehmaan world and the Terram people called it Terram's world. There are, however, many such worlds lying on top of each other, appearing as one Earth like patches on a ball. But they don't want to see the situation like that. Consider it for a minute: it's okay that they call this "Ehmaan land", but really the origin has been lost as one by one the different worlds were, and well, I guess they're going to call it their world.

Q: What is the approximate Ehmaan and Terram populations?

Mimsy -- The Ehmaan world was a clan nation. In Japan of Earth's ancient history it was also so, the rural communities of the main family and the branch families sharing a common origin like that, you know. In each clan respectively there are many thousands, up to 10,000 or so people from the same tribe. The Ehmaan population reaches around 50,000 to 100,000 people in actuality. In regards to the Terram world, because it is a military nation it would be hard for me to say much about their population, as a matter of fact.

Q: Shaia, how do you retain your composure when Kei joins you in the bath?

Shaia -- After passing the age of 17 or so, we Ehmaan aren't very conscious of the opposite sex. And to be honest, it's very pleasant when he joins me.

Kei -- Eh?? Well, Mimsy, how about if I join you?

Mimsy -- So that's your plan!! Well forget it!

Q: What is the significance of the name "Orguss"?

Javy -- On our world, "Orguss" is the name of the god of War. While the Bronco II was being reconstructed, everyone tried to think of a new name.

Shaia -- Eventually, we agreed upon that one.

Kei -- But still, I think "Nebulado" would have been a good name.

Maaie -- "Valhalla" was my favorite...

Ghoov -- No, no, you know "Gyamun" is the best.

Shaia -- Or maybe...

Q: Kei, why do you understand the Ehmaan language so well?

Kei -- Yes, well I suppose it's true that I do. Tell them why that is, Javy.

Javy -- Ahem! Yes, he certainly does. What they use is a kind of compulsory education machine. You enter this device, as this man did, and you understand Ehmaan words. In time, the shock of his arrival to this world faded away, and we put him in the machine.

Kei -- Heh! So there you have it!

Mimsy -- Originally, this device was used so we could teach our words to uncivilized races who didn't understand us. Really this wasn't so much for occupation as for enlightenment, you know.

Kei -- Uggh!

Q: Mimsy, who do you like?

Kei -- Well, you know, that matter's already been decided. Isn't that right, Mimsy?

Sleay -- Bu-But Mimsy, you're my fiancée!

Mimsy -- Ooops! Anyway, it's my own personal business.

Sleay -- This-this can't be true!

Key -- Yahoo! The thrill of victory!

A note to whom it may concern: These questions and answers were translated from Shoogakukan (big elementary school) Korotan #98. The spellings of all character names, with the exception of Kei, is as they appear in This Is Animation #9 (also published by Shoogakukan) and the AM Ju Ju book C-007 focusing on the characters of Orguss. I had ignored the Japanese supplied spelling of the hero's name -- "Key" -- and opted for the Hepburn system equivalent "Kei", as I see this as offering less confusion as to the pronunciation. Some phrases, such as "Time Void Chaos", I haven't seen in other material but have translated literally from the meanings of individual Kanji, in this case Ji Kon Ran. Feel free to correct any glaring inaccuracies (as I've had only a few semesters of Japanese and almost no contact with translated source material from Orguss). If anyone has the slightest idea what Ghoov means by "Gyamun" -- that's written in Katakana -- please tell me. It took me almost two weeks to figure out "Uaruhara" was "Valhalla". Aside from that, I hope you enjoyed it.

-- Kevin Leahy

ROBOTECH: The Paperback Adaption

by John Bowen (part 2 of 3)

[Editor's Note: This is the second part of John's article, but I must tell you that it is not the complete article that John sent me. He provided me with 25+ pages of handwritten notes on the books that gave, in essence, a synopsis of the entire series. I was unable to print the entire article set, as it would have been huge and instead have "distilled" it down to a brief set of notes about the high points of each book. I state this now so that you all can know what a great job John did but was unable to receive the full credit due him because of my need to trim it down. Thanx John, and send more (although in more printable chunks) as soon as you can. -BC]

Welcome to the second installment of ROBOTECH: The Paperback Adaption. In the last issue I went over books one through four and pointed out some of the differences that could be found. In general, let me state again that the novels are based on the series and give a more idea of the storyline. While some scenes we remember were taken out, others were enhanced and provided a better view of the characters' feelings for each other.

At the time of this writing, "Jack McKinney" (a pseudonym for two writers, Brian Daley and James Lucend) is currently working on the adaption of "The Sentinels" as we would have seen it had it been released. This book should be out by April of this year.

Book 5: Force of Arms

The events in this book go from "Showdown" to "The Robotech Masters". The books detail the motivations of Dolza and Miriya, two very pivotal characters in this part of the story. Miriya's meeting and falling for Max, and Dolza's all-too-late acceptance of the Humans as allies provides a better understanding of both. The last part of the book details the beginning of the reconstruction, and we can see the stirrings of resentment and boredom within the allied Zentaedi.

Book 6: Doomsday

This book takes us from "The Robotech Masters" to "To the Stars" In this book we see the rise (and fall) of Khyron as a force on the newly reborn earth, and ends with a lead-off into the beginning of the Second Generation.

Book 7: Southern Cross

Going from "Dana's Story" to "Danger Zone" we discover how the 15th A.T.A.C is tightly knit. We are shown the depth of Bowie's and Dana's friendship. We are also shown more depth of character by the names that each member gave their hover tanks: Dana's "Valkyrie", Bowie's "Diddy-wa-diddy", Angie's "Trojan Horse", Sean's "Bad News" and Louie's "Live Wire". More information is given as to WHY the Robotech Masters can not simply blast away at the humans and take what they need, a point that was left unexplained in the series.

Book 8: Metal Fire

Book 8 takes us from "Prelude to Battle" to "Triumvirate". We are shown the secrets of the Masters and why they think as they do. We are introduced to Zor, and are given a front row seat as he is planted in the ranks of the 15th. Finally, we are shown the meaning of the word/term/lifestyle of the Triumvirate.

Technical Japanese

Welcome to the second installment of **Technical Japanese**, a three part series that I hope will allow you to do some simple translating of your own anime books. This issue we deal with Hiragana and how to use it effectively.

あ <i>a</i>	か <i>ka</i>	さ <i>sa</i>	た <i>ta</i>	な <i>na</i>	は <i>ha</i>	ま <i>ma</i>	や <i>ya</i>	ら <i>ra</i>	わ <i>wa</i>
い <i>i</i>	き <i>ki</i>	し <i>shi</i>	ち <i>chi</i>	に <i>ni</i>	ひ <i>hi</i>	み <i>mi</i>	い <i>(y)i</i>	り <i>ri</i>	る <i>(w)i</i>
う <i>u</i>	く <i>ku</i>	す <i>su</i>	つ <i>tsu</i>	ぬ <i>nu</i>	ふ <i>fu</i>	む <i>mu</i>	ゆ <i>yu</i>	る <i>ru</i>	う <i>(w)u</i>
え <i>e</i>	け <i>ke</i>	せ <i>se</i>	て <i>te</i>	ね <i>ne</i>	へ <i>he</i>	め <i>me</i>	え <i>(y)e</i>	れ <i>re</i>	ゑ <i>(w)e</i>
お <i>o</i>	こ <i>ko</i>	そ <i>so</i>	と <i>to</i>	の <i>no</i>	ほ <i>ho</i>	も <i>mo</i>	よ <i>yo</i>	ろ <i>ro</i>	を <i>(w)o</i>
									ん <i>n</i>

¹ Pronounced as a simple vowel. A repetition of the corresponding *kana* in the first column.

² Pronounced as a simple vowel. Not used in approved postwar orthography, having been replaced by the corresponding *kana* in the first column.

³ Pronounced as a simple vowel. In approved orthography, now used only for the particle *o*.

The chart above details the basic Hiragana characters. In addition to these characters are two special marks: The Nigori and the Maru (upper Right). These marks extend the basic characters to form other pronunciations, as detailed below:

K = G S = Z T = D H = B H = P

が <i>ga</i>	ざ <i>za</i>	だ <i>da</i>	ば <i>ba</i>	ぱ <i>pa</i>
ぎ <i>gi</i>	じ <i>ji</i>	ぢ <i>ji</i>	び <i>bi</i>	ぴ <i>pi</i>
ぐ <i>gu</i>	ず <i>zu</i>	づ <i>zu</i>	ぶ <i>bu</i>	ぷ <i>pu</i>
げ <i>ge</i>	ぜ <i>ze</i>	で <i>de</i>	べ <i>be</i>	ぺ <i>pe</i>
ご <i>go</i>	ぞ <i>zo</i>	ど <i>do</i>	ぼ <i>bo</i>	ぽ <i>po</i>

" NI GORI

" MARU

The addition of a character sound ending in "i" to a "Ya", "Yu" or "Yo" sound produces a set of combinations, detailed below:

きゃ <i>kya</i>	しゃ <i>sha</i>	ちゃ <i>cha</i>	ひゃ <i>hya</i>	みゃ <i>mya</i>	りゃ <i>rya</i>
きゅ <i>kyu</i>	しゅ <i>shu</i>	ちゅ <i>chu</i>	ひゅ <i>hyu</i>	みゅ <i>myu</i>	りゅ <i>ryu</i>
きょ <i>kyo</i>	しよ <i>sho</i>	ちよ <i>cho</i>	ひょ <i>hyo</i>	みょ <i>myo</i>	りょ <i>ryo</i>

Now that we have the Hiragana alphabet, let's see what we can do with it. Hiragana is most often used to denote tenses and "joining" words called "Particles" that denote things like possession and direction. Hiragana is also used for words of Japanese origin to which there are no official Kanji for. Finally, they are also used in print above Kanji to aid in recognition and in reference in a dictionary. When used in this way it is called Furigana.

Topic Particle "Wa": は

Though it uses the character for "Ha", the particle "Wa" stands for "As for" or "In reference to" and is used in two ways. The first way is where it follows a general topic about which something new or significant is about to be stated. For example, "X wa ...", can be stated as "I am about to talk about X -- Listen to what I am about to say." The second use of "Wa" is as a particle of comparison. "X wa ..." can be "X, in comparison to others, ...".

Subject Particle "Ga": が

"Ga" also has two ways in which it is used. The first is similar to "Wa", and denotes "About this subject -- listen to this". The second use of "Ga" is as a comparison, similar to our use of "But". "Yasui desu ga, kiree desu." is "It's cheap, but it's pretty". The "Ga" acts as a link to the two phrases. In this way it will only come after a verb or adjective.

"Wa" and "Ga", when used in the first way, concentrate the intent of the phrase on a different area. "Kore ga akai desu." "THIS is red." (tells which one is red). "Kore wa akai desu." "This is RED." (tells what color this is).

Direct Object "O": を

This particle denotes the direct object of the sentence. In the phrase "Sore o kudasai", "Give me THAT", the direct object is THAT (something I am pointing to).

Direction Particle "E": へ

A topic of place followed by this particle denotes direction, and can be thought of as "to". Thus "Boston e ikimasu." is "I go (or will go) to Boston".

Possession Particle "No": の

This particle is used to denote the "possession" of one word/concept by another. For example, "Eiga" denotes a movie, while "Nihon no Eiga" denotes a movie of or from Japan. In general, "X no Y" is an "X kind of Y"

The Question Particle "Ka": か

This particle denotes the the sentence is a question and not a statement. For example, "Sushi o Tabemasu" states that you yourself eat sushi, while "Sushi o Tabemasu ka" asks if the person you are talking to eats sushi.

The Conjunction Particle "To": と

The particle "To" acts as the english word "And", and may be preceded by descriptive phrases. The phrase "Kore to Sore" is thus "This and That".

The Particle of Inclusion "Mo": も

The particle "Mo" can be thought of as a "Me too" type of structure. For example "Kore mo wakarimasen." can be taken as "I don't understand this either" or "This too I don't understand".

A second use of "Mo" is as an inclusion conjunction. "X mo Y mo ..." can be used as "Both X and Y ..." or "Neither X nor Y ...", depending on the tense of the sentence.

The location particle "Ni": に

The particle "Ni", if it follows a topic of place, indicates the location of something and is followed by either "arimasu" or "imasu", or a more polite equivalent. "Asoko ni arimasu." means "It's over there (literally, 'in that place it is')."

